

Audio::SourceTemplate

- + looping
- + streaming
- + attenuated
- + relative

- + SourceTemplate()
- + ~SourceTemplate()
- + getSoundName()
- + setSoundName()
- + getSoundType()
- + setSoundType()
- + getAngleRange()
- + setAngleRange()
- + getCosAngleRange()
- + setCosAngleRange()
- and 14 more...